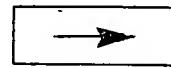


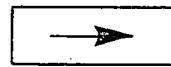
Fig. 1

GAME MENU

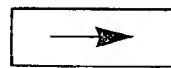
**SELECTION OF
TOURNAMENT
GAMES CURRENTLY
AVAILABLE
FOR GAME PLAY**



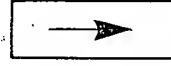
**SELECTION OF
STANDARD GAMES
CURRENTLY
AVAILABLE
FOR GAME PLAY**



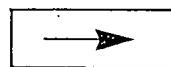
**CURRENT
TOURNAMENT
LEADERS**



**THE CURRENT
PRIZE POOL**



**TOURNAMENT
ENDING TIME/DATE**



**LIST OF WINNERS
OF COMPLETED
TOURNAMENTS**



Fig. 2

TOURNAMENT SOLITAIRE

TOURNAMENT ENTRY CONSISTS OF
3 ROUNDS TOTAL SCORE

PLAY AS OFTEN AS YOU LIKE
EACH ENTRY INCREASES
THE PRIZE POOL

BEAT THE HIGH SCORES
TO QUALIFY FOR PRIZES

TOURNAMENT ENDS Fri. Jun 02
 11:00

MALFUNCTION VOIDS TOURNAMENT ENTRY



FIG. 3

GAME NAME

TOURNAMENT LEADERS

JOHN Q. PUBLIC
JILL S. FARMER
ROCKY BALBOA

468359
397001
383991

401663

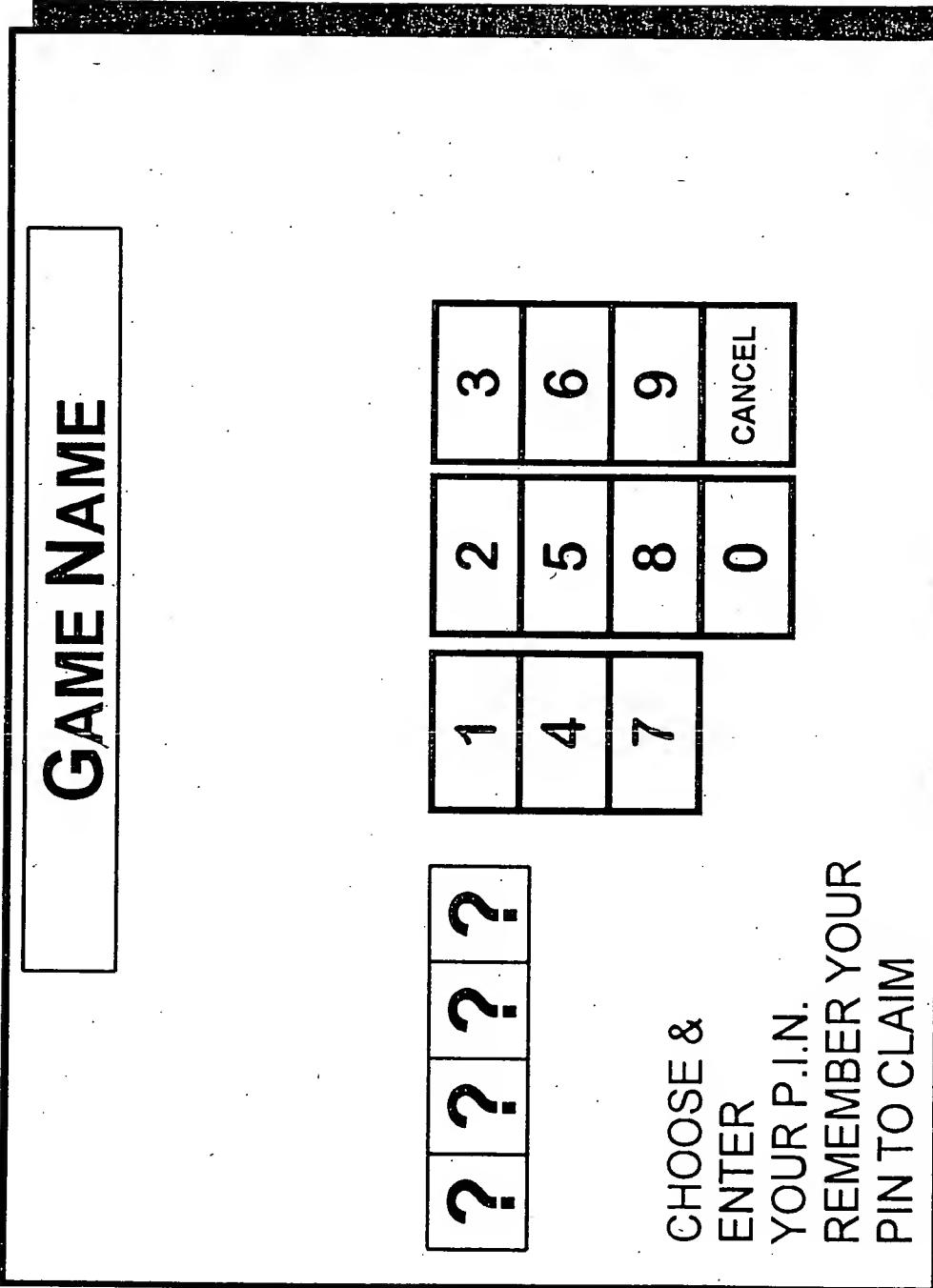
YOUR SCORE

TOUCH HERE TO ENTER
YOUR NAME ON LEADER'S LIST



Fig. 4

FIG. 5



WINNERS LIST

GAME NAME

Player Name

NAME 1

NAME 2

NAME 3

NAME 4

NAME 5

NAME 6

NAME 7

NAME 8

NAME 9

Prize

PRIZE 1

PRIZE 2

PRIZE 3

PRIZE 4

PRIZE 5

PRIZE 6

PRIZE 7

PRIZE 8

PRIZE 9

TOUCH YOUR NAME
TO VERIFY PRIZE

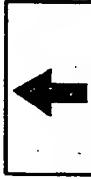


FIG. 6

GAME NAME

Player Name
??????????

Prize
123456

CALL ATTENDANT
TO COLLECT PRIZE

PIN NUMBER REQUIRED

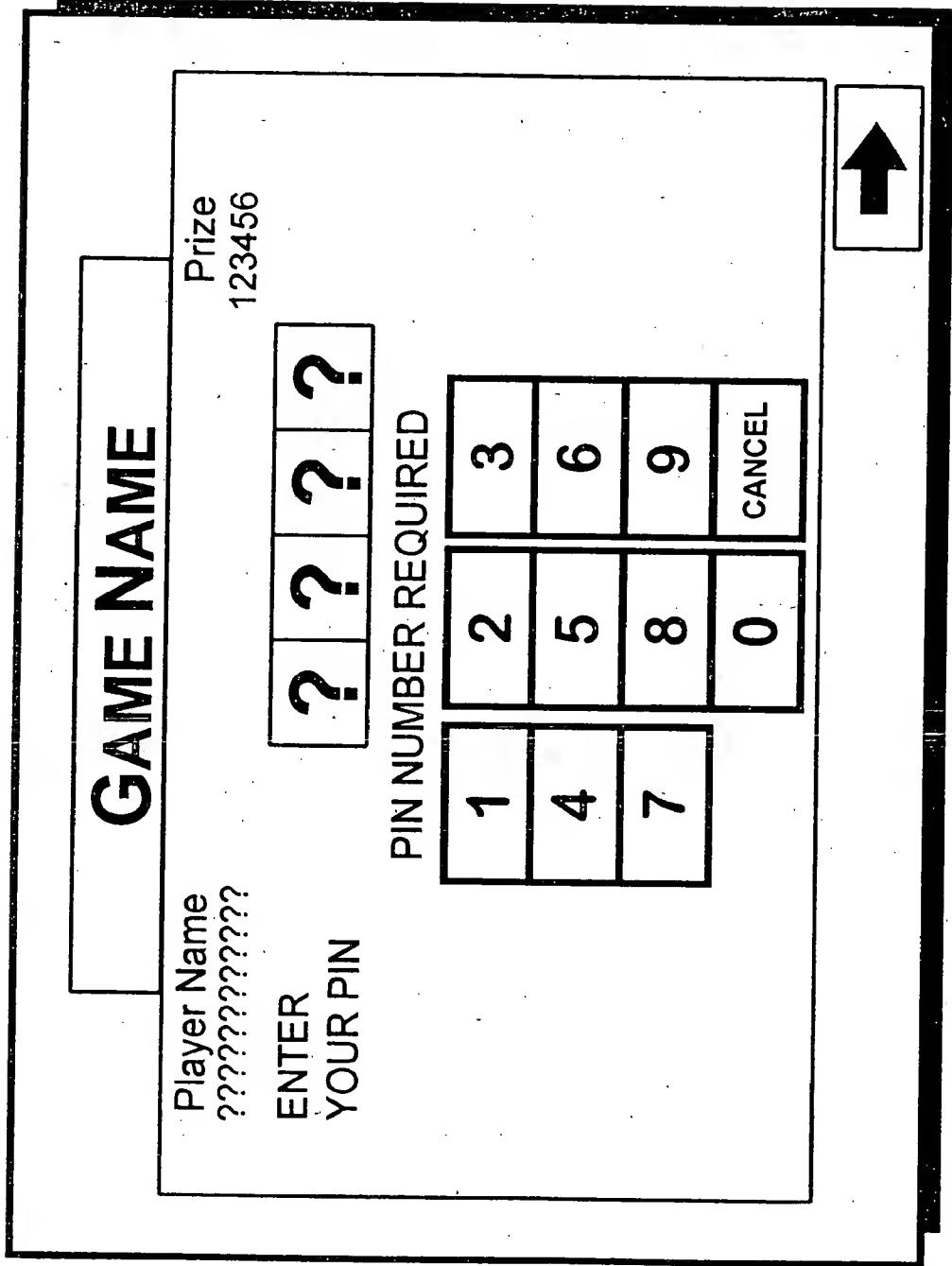
1	2	3	
4	5	6	
7	8	9	CANCEL
0			

ATTENDANT
CONFIRM



FIG. 7

FIG. 8



INITIAL SETUP

TOURNAM'T
SETUP

SET
TIME

END
TOURNAM'T

CLEAR
PRIZES

COIN-IN
MENU

TEST
SCREEN

DISPLAY
BOOKS

GAME
MENU

CLEAR
HI-SCORES

FREE
CREDIT

3

CLEAR
CREDIT



9255-50-XX 5/30/1996 17:00:00

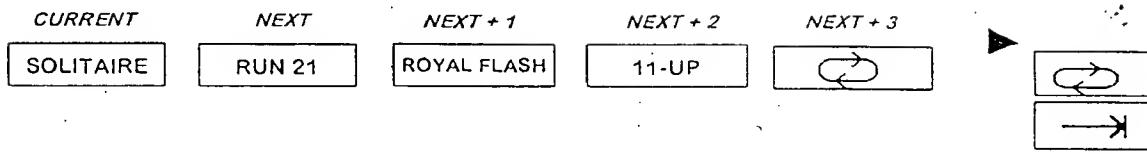
Fig. 9

CURRENT	NEXT	NEXT + 1	NEXT + 2	NEXT + 3	REPEAT																		
<input type="button" value="SOL."/> <input type="button" value="RUN 21"/>	<input type="button" value="RYL FL"/>	<input type="button" value="TRITWRS"/>	<input type="button" value="11-UP"/>	<input type="button" value="NEXT + 3"/>	<input type="button" value="END"/>																		
<table border="1"> <tr> <td colspan="2">Tournament Starts:</td> </tr> <tr> <td>MONTH</td> <td>DAY</td> </tr> <tr> <td><input type="button" value="06"/></td> <td><input type="button" value="03"/></td> </tr> <tr> <td>-</td> <td>-</td> </tr> <tr> <td><input button"="" type="button" value="THU"/></td> </tr> <tr> <td colspan="2">TIME</td> </tr> <tr> <td>HOUR</td> <td>MINUTE</td> </tr> <tr> <td><input type="button" value="13"/></td> <td><input type="button" value="30"/></td> </tr> <tr> <td colspan="2">(PM)</td> </tr> </table>						Tournament Starts:		MONTH	DAY	<input type="button" value="06"/>	<input type="button" value="03"/>	-	-	<input button"="" type="button" value="THU"/>	TIME		HOUR	MINUTE	<input type="button" value="13"/>	<input type="button" value="30"/>	(PM)		
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MONTH	DAY																						
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-	-																						
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(PM)																							
<table border="1"> <tr> <td>STATUS</td> <td>TOURNAMENT DURATION</td> <td>PRIZE MODE</td> <td>START AT</td> </tr> <tr> <td><input checked="" type="checkbox"/> DELAYED</td> <td><input type="button" value="1 DAY"/></td> <td><input type="button" value="CASH"/></td> <td><input 2"="" type="button" value="-0-</input></td> </tr> <tr> <td colspan="/>SET ATTENDANT</td> <td>PRIZE POOL</td> <td><input type="button" value="50%"/></td> </tr> <tr> <td colspan="2"><input type="button" value="P.I.N."/></td> <td colspan="2"><input type="button" value="EXIT"/></td> </tr> <tr> <td colspan="2"><input type="button" value="SET OPERATOR"/></td> <td colspan="2"><input type="button" value="CREDIT FIELDS"/></td> </tr> </table>						STATUS	TOURNAMENT DURATION	PRIZE MODE	START AT	<input checked="" type="checkbox"/> DELAYED	<input type="button" value="1 DAY"/>	<input type="button" value="CASH"/>	<input 2"="" type="button" value="-0-</input></td> </tr> <tr> <td colspan="/> SET ATTENDANT	PRIZE POOL	<input type="button" value="50%"/>	<input type="button" value="P.I.N."/>		<input type="button" value="EXIT"/>		<input type="button" value="SET OPERATOR"/>		<input type="button" value="CREDIT FIELDS"/>	
STATUS	TOURNAMENT DURATION	PRIZE MODE	START AT																				
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<input type="button" value="SET OPERATOR"/>		<input type="button" value="CREDIT FIELDS"/>																					

Fig. 10

Fig. 11(a)

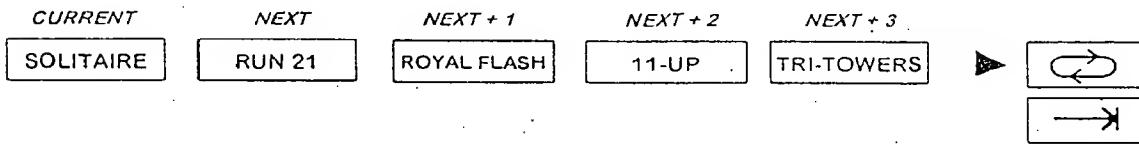
Example 1: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, SOLITAIRE, RUN 21, ETC.

Fig. 11(b)

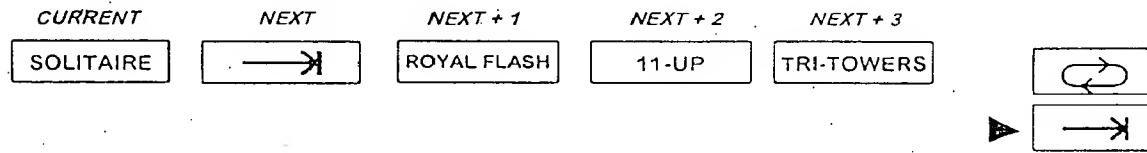
Example 2: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS, SOLITAIRE, ETC.

Fig. 11(c)

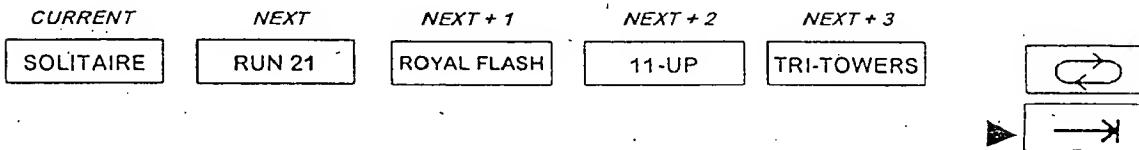
Example 3: END MODE



This sequence will run SOLITAIRE and then END.

Fig. 11(d)

Example 4: END MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS and then END.

Fig. 12

ATTENDANT PIN SETUP

1	2	3
4	5	6
7	8	9
0	CANCEL	

PIN Fields →

1 2 3 4 5	0
X X X X X	0
X X X X X	0
X X X X X	0

↑

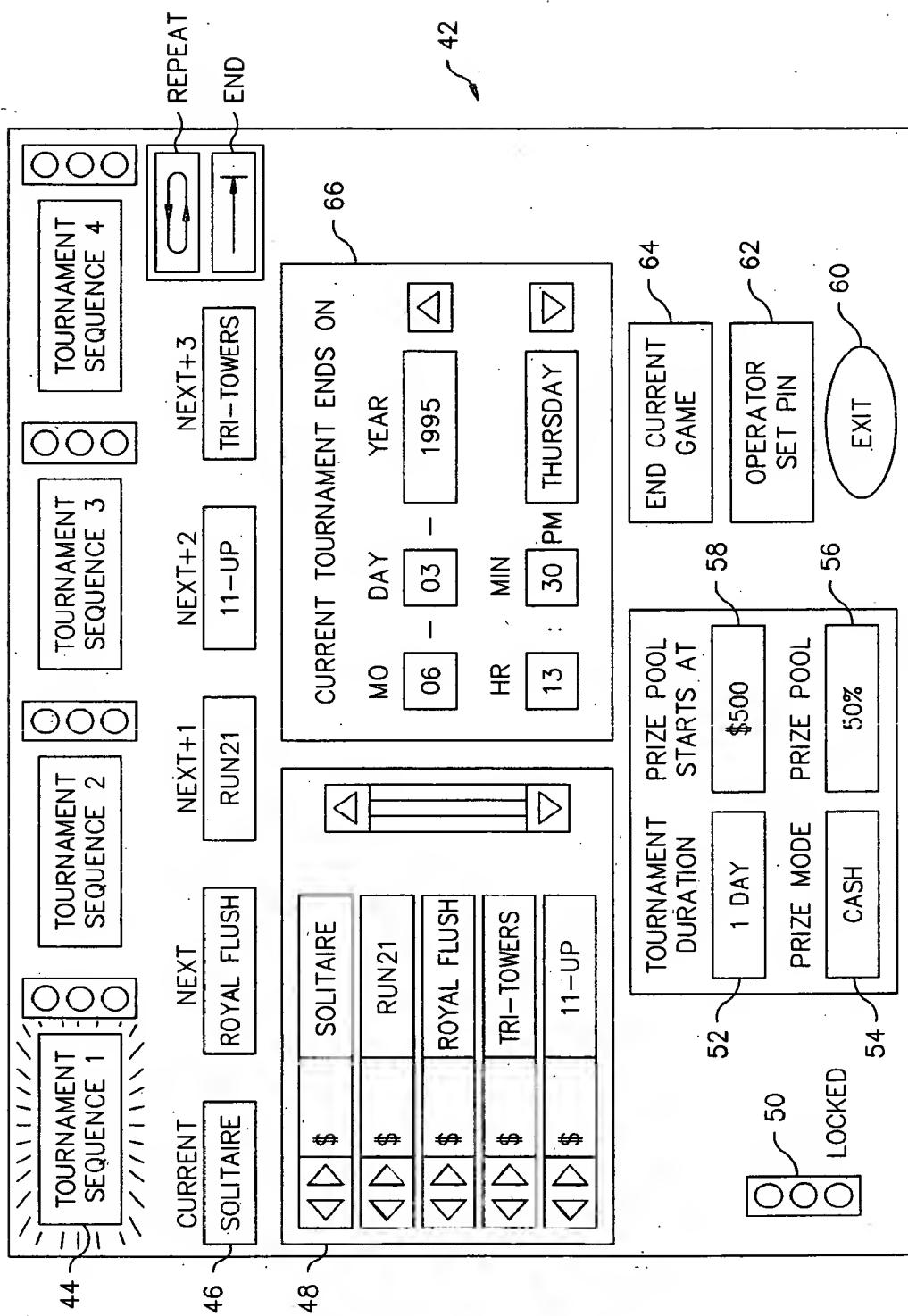


Fig. 13

WINNERS LIST

SOLITAIRE		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
⋮	⋮	
⋮	⋮	
NAME n	PRIZE n	

RUN 21		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	
NAME 2	PRIZE 2	✓
⋮	⋮	
⋮	⋮	
NAME n	PRIZE n	

ROYAL FLUSH		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
⋮	⋮	
⋮	⋮	
NAME n	PRIZE n	

TRI-TOWERS		
<u>PLAYER NAME</u>	<u>PRIZE</u>	<u>CLAIMED?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
⋮	⋮	
⋮	⋮	
NAME n	PRIZE n	

Fig. 14